IERG4210 2022 Spring **Tutorial 1** By ZHOU Yutong 25/01/2021

Outline

- Course Introduction
- Assignments
- Useful Tools
- Tips on Phase 1
- Q&A

Course Introduction

- Course Website
 - http://course.ie.cuhk.edu.hk/~ierg4210
 - VPN needed
- Course Bulletin: CUHK Blackboard
 - Latest Announcement
 - You are supposed to check your university mailbox regularly
 - Assignment Submission

Course Introduction

- Main Focus
 - Before Mid-Term → Basic Knowledge on Website
 - Languages: HTML, CSS, JS, PHP, ...
 - Client side & Server side
 - Authentication & Authorization
 - After Mid-Term → Web Security
 - Well-known Attacks: CSRF, XSS, SQL-Injection, ...
 - Security Consolidation: TLS; Web browser security
 - Usability: Performance & SEO
- Security is the essential part

Assignments

- "Active learning" to supplement "passive learning" from the lectures
- To make your hands dirty and being well-prepared for job interviews
- Features
 - Develop a **well-functioning** and **secure** shopping website
 - Your grades will base on each individual phases and a final demo
 - You are free to choose languages, frameworks, and tools as long as you understand what your code does when being asked

Assignments

- You have to submit at each phase
 - tarball/package all your **codes** & **resource files** to make sure TAs can run your website on his/her own machine
 - attach a **readme** file to make TAs more clear about your submission, including but not limited to
 - How to run your website?(some students use frameworks that need an installation)
 - What are different folders/files used for (utils, res, dev, ...)
 - delete unnecessary/unrelated files before your submission
 - backup, your self-note, trail files, etc.

Assignments

- Two sub-grades
 - TAs will sample your submissions and track your progress
 - Find those who are falling behind and remind him/her personally
 - Invite weaker students to attend an interim demo
 - Do not try to use "interim demo" as an excuse for late submission!
 - You will get two grades
 - after the deadline of phase 3
 - after the final demo
- Your final grades will base on two sub-grades

Useful Tools

- Version Control Tool
 - Git & Github
 - Maintain your history versions
- Code Editors
 - PC-side: notepad++ (win), sublime text (cross-platform), atom (cross), visual code (cross)
 - Server-side: Vi, Vim, Emacs
- Powerful IDE
 - Jetbrains (free student licenses)
- Debug your code
 - Firfox Firebug; Chrome Developer Tool; Safari Web Inspector ...

Git & Github

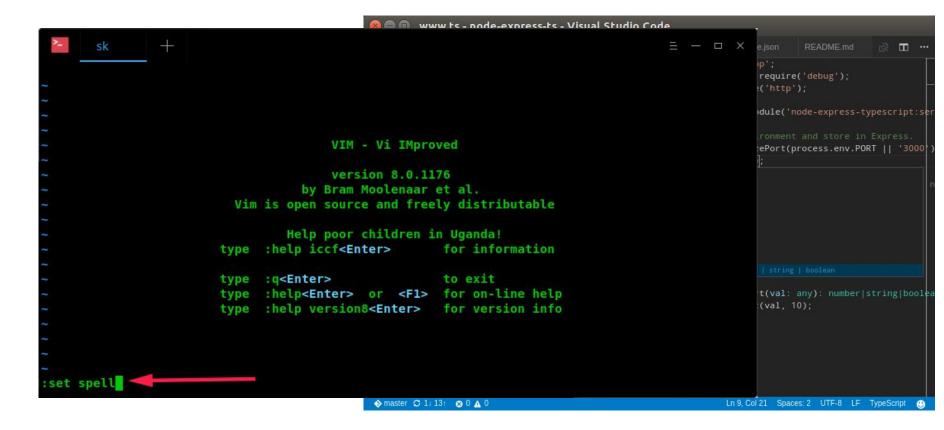
- Sign up at github.com
- Create a new **repository** for your project
 - By default it is public >> Everyone can see your codes
- (optional) Apply Github Student Developer Pack
 - Enjoy a lot of promotions (Use your school email)
 - You can set up as many **private repos** as you like
 - https://education.github.com/pack
- Basic Commands
 - git clone
 - git add
 - git commit -m "xxx"
 - git push



Code Editor



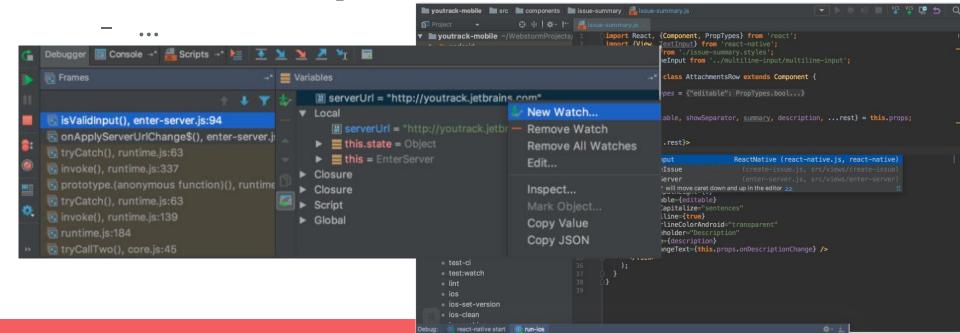
- **Lightweight** and convenient
- Many **plugins/configs** to enhance its capabilities



Powerful IDEs



- Integrated Development Environment
- Heavyweight, numerous features
 - Debugging
 - Version Control
 - Remote Development



Phase 1 Outline

- HTML
- CSS
- JS
- Hints (for Phase 1)

Tips on Phase 1

- Html and CSS have numerous tags/features
 - Try to play with them over some online playground
 - https://htmlcheatsheet.com
 - Interactive
- Good isolation of different files
 - HTML, CSS, and JS
- CSS tableless table
 - Do not use tag for layout » Why?
 - keywords: adaptive design, responsive design
- Learn from good examples
 - e.g., parknshop.com

Structure

- Clean Separation
 - -Structure and content: HTML
 - -Presentation: CSS
 - -Behavior: JavaScript (No inline CSS and JS)
- Create a folder to put all images inside
 - -xxx.html
 - -XXX.CSS
 - -xxx.js
 - -images(folder)
 - -descriptive_name_for_your_image.jpg

HTML

- HyperText Markup Language
- not a programming language but a formatting (markup) language

HTML

- Semantic tags
 - <header> <nav> <footer> <article> <section> <div> ...
 - No tags for styling use, e.g., <center>
- Reference: http://www.w3schools.com

HTML 5 Template

```
<!DOCTYPE html> <!—HTML Version-->
<html lang="en">
<head>
  <meta charset="UTF-8"> <!—encoding-->
  <title>Your Page Title!</title>
  <link rel="stylesheet" href="xxx.css" type="text/css">
</head>
<body>
    <!--YOU CONTENT HERE!-->
  <script src="xxx.js" type="text/javascript"></script>
</body>
</html>
```

Tip -- where to include the JavaScript files

The browser firstly loads the js file and the body will not be loaded until completing js loading. It will waste users' time and may cause some problems.

CSS

- Cascading Style Sheets
- Include CSS

Declaration-3 parts

```
Selector Property Value
p { color : blue ;}
```

CSS – the selector

Ways to select element p { } -class and id .class1 { } #id1 { } -position <div id="help"> </div> #help p { } p.bad { } p.good { } a:link{ } a:visited{ } a:hover{ } a:active{ } -pseudo class li:nth-child() { }

CSS – the properties and values

font color border.....

- Each property has a set of values that can be applied border: 1px solid red;
- Properties come in different granularities

border: border-color border-bottom

border-width border-bottom-color

border-bottom-width

border: 1px solid red;

is the same as

border-width: 1px;

border-style: solid;

border-color: red;

change specific parts of

an element's style.

CSS - units

Units are the measurement sizes of things.

Absolute always same size in different screens
 -px
 (pixels)

Relativ

e

relative to the current value of font-size relative to different things in different contexts

-em

-%

example:

body { font-size:12px; }
h1 { font-size:200%; }
h1 a { font-size:75% }

result: 12*200% px => 12*200%*75% px

CSS – the precedence

Rule: The last and most specific declaration wins

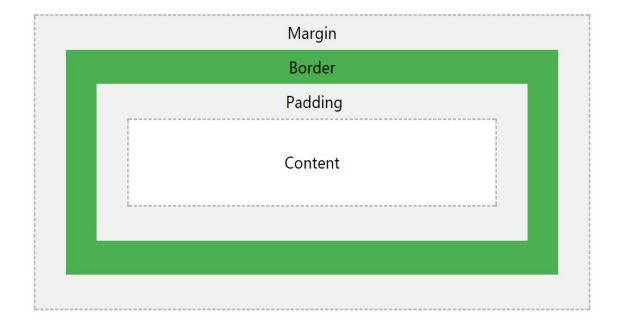
```
e.g. p{ color: red; }
e.g. p{icolor: blue; } 🗸
       <div id="b">
          <h1>Hello</h1>
       </div>
     </div>
   #a #b h1 { color: red;}
   #a h1 { color: blue;}
```

Point
system
I. C. E.

CSS - Layout

- Box Model
 margin border padding content
- Display (property)inline block none ...
- Position

 (property) static
 (default) relative
 absolute
 fixed



JavaScript - jQuery

- Note: The exam basic JS
- JavaScript Library simplify programming
 - DOM manipulation
 - Event handling
 - Animation
 - Ajax...
- To Use
 - <script type="text/javascript" src="jquery-3.3.1.min.js"></script>

jQuery - Basic

- Note: The exam basic JS
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```
JavaScript:
document.getElementById('id1');
document.getElementByTagName('p')
; document.querySelector();
```

jQuery - Basic

- Events
 - Mouse, Keyboard: e.g., click, mouseenter, keypress...
 - Form events, Document events
- Events Methods

```
$("#test").click(function(){//your code goes here});
```

\$("#test").on("click", function(){//your code goes here });

JavaScript:

```
var el= document.getElementById('id1');
var doSomething = function (){ ... };
el.addEventListener('click',doSomething,false);
```

jQuery - Basic

- More about jQuery
 - DOM manipulation, e.g., \$("#test").html("Hello!")
 - CSS manipulation, e.g., \$("#test").css("background-color", "red");
 - Effects, e.g., animate(), fadeln()...
 - Ajax (useful in later phase)
 - •
- https://jquery.com

